

## Claims

- [c1] This Method of Interactive Computer Game that allow the player to identify himself, select the game tour and the game, while the game mechanism is able to calculate and compare the number of points accumulated by each player within the framework of a given game tour and finally award the prize to the player having the maximum number of points CHARACTERIZED that, it differs from the conventional mechanism described above by the fact that the player can switch between game tours any time he/she pleases, and every game tour contains unique arrays of information  $I_1, I_2, \dots, I_N$  (where  $N$  is a natural integer and  $N > 2$ ), which in their turn contain advertising information and instructions for next moves, by making a right move, the player automatically triggers the loading of the next array of information  $I_j$  ( $1 < j < N$ ) participating in the given game tour to its terminal, the selection of  $I_j$  is performed randomly, and the final number of points accumulated by every player during the given game tour is determined by adding the points recorded when loading all the information arrays  $I_1, I_2, \dots, I_N$  pertinent to the game tour in question.